

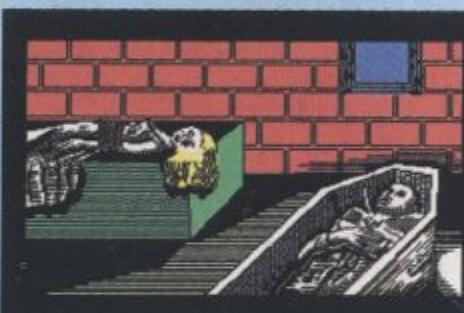
C64



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Melbourne
House



"Castle of Terror" is a superb graphic adventure game set in the 1800s when and where 'Dracula' stories abound. You are in a village near the large Castle where the secretive Count lives.

As you wander about in the village, you will no doubt be told of screams that can be heard through the night.

What you do in this adventure is up to you!

The game comprises a multi-word 'English Language' style input adventure and highly detailed full-screen graphic pictures with animated characters, and superb sound effects.

The game is suitable for all adventurers and will provide unlimited enjoyment. Just surviving is success enough, but completing the adventure is the ultimate achievement and will not be easily accomplished.

Classification: Adventure
*Features: English-style input
Hi-res graphics
Animated characters
Sound track

Level: Suitable for Beginner to Advanced Adventurer

Completion time: Several weeks

Written in 100% machine language

Loading Time: Less than 3 minutes

This program uses
pavoda



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CASTLE of TERROR

pavoda



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What you do in this adventure is up to you!

The game comprises a multi-word “English Language” style input adventure and highly detailed full-screen graphic pictures with animated characters, and superb sound effects.

The game is suitable for all adventurers and will provide many days' interest. Just surviving is success enough, but completing the adventure is the ultimate achievement and will not be easily accomplished.

LOADING INSTRUCTIONS

Place the cassette in the Commodore Datasette and press the PLAY button. Type LOAD “CASTLE” or LOAD then press the RETURN key.

This adventure uses PAVLODA, the fast loading program, which enables this entire 64K program to load in less than 3 minutes!

PLAYING THE GAME

“Castle of Terror” is an adventure program. The computer acts as your eyes and hands. It will tell you where you are and what you can see. You can tell the computer what you would like to do by giving it simple commands such as “THROW AXE” or “GO NORTH”.

If you have tried several different ways to do something without success, it probably can't be done. Try dropping something and move on to something else – there is plenty to see in the “Castle of Terror”.

If you get really stuck, go adventuring with a friend – they may think of something you haven't.

TEXT INPUT

All your commands to the computer are entered by sentences typed on the keyboard. As each of your commands is accepted by the computer, the appropriate action will be carried out and the computer will display a message describing what is happening.

Sentences may be very brief (as in “N”, “QUIT GAME” or “HELP”), or they may be lengthy (as in “GET THE RUSTY LAMP OFF THE TABLE”).

Commands sometimes have equivalents (such as WALK = GO = TRAVEL) so don't feel constrained by simpler two-word commands – if you want to say something complex, say it – the program will tell you if it doesn't understand. It can understand a lot without you needing to rephrase your command! Unrecognised input will be displayed and the offending word(s) pointed out to help you re-enter the correct command.

If you are not sure about which words the computer can understand, type in the command "VOCAB" and the screen will display all the action verbs that are accepted by the "Castle of Terror" program.

Sentences may also contain multiple objects and more than one sentence may be joined by the use of the word "AND", or punctuation such as ", ". Suitable examples are "GET THE PAPER, THE KNIFE AND THE BUCKET" or "GET THE AXE AND KILL THE COUNT".

Furthermore, this program has the ability to accept the words "IT" and "THEM" in relation to objects within a single statement. Examples are "GET THE LAMP AND LIGHT IT" and "GET THE AXE AND THE KNIFE AND PUT THEM IN THE SACK".

MOVEMENT

As with most adventures, this program allows you to move about by specifying the directions in which you wish to move. The directions that the "Castle of Terror" can accept are NORTH, SOUTH, EAST and WEST as well as UP or DOWN.

Note the abbreviations N, S, E, W, U and D are equivalent to entering the full word.

There are also the special movement commands "ENTER" and "GO" which can be used, such as in "ENTER THE CAVE" or "GO AROUND THE HOUSE".

SPECIAL COMMANDS

There are some special commands which will enable you to find your way more easily.

These are:

LOOK (= L) redescribes the current room.

SHOW EXITS (= EXITS) lists all the visible exits from this room.

SHOW OBJECTS (= OBJECTS) lists all the objects visible in the current room.

SHOW MOVES (= MOVES) tells you how many moves you have taken so far.

SHOW SCORE (= SCORE) prints out your current score. (You get points for collecting objects and for dealing with difficult situations.)

INVENTORY (= INVEN = INV = I) lists all the objects you are currently carrying.

QUIT GAME (= QUIT) aborts the game.

RESTART GAME (= RESTART) starts the game over.

Most objects can be EXAMINED and this may reveal extra information about them.

COMPUTER RESPONSE

If you make a mistake when entering a command you may edit it by using the backspace (DEL) key and retying the line. If the computer cannot understand you, try a different word or a different way of saying the same thing. If you leave out an object where one was required, you will need to re-specify the entire command.

OBJECTS

Not all objects will be displayed on the screen and many will not be visible until you have completed the necessary action (such as opening a lid or moving a rug) so examine all likely places carefully for hidden objects.

DANGERS

There are many and various dangers in the "Castle of Terror"! Beware!

HINTS

Make a map – it's essential.

Under certain circumstances, the HELP command may assist you, but don't expect it to tell you everything.

RESTARTING THE GAME

Pressing RESTORE at any stage during play will return you to the title page.

PAVLODA

This program incorporates the speed-loading program PAVLODA. This utility allows cassette tapes to be loaded into the Commodore 64 as fast, or faster than the Commodore disk drive.

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